An overview of my Stock Ticker Application

My application is a modern replica of the classic boardgame Stock Ticker. Upon start-up the user can either create a new account (which checks to make sure their username is unique and then stores the username and password in a database) or log into an existing account (queries a database to compare the password entered with the one stored in the system). All passwords are stored in SHA-1 hashes inside the access database. Upon loading in, the user has a 10-minute time limit to accrue as much money as they can in the randomized stock market. Every 5 rolls of the dice opens the market and the user has the opportunity to buy and sell stocks. At any point during the simulation the user can save their progress and close the program without having to save the actual excel file itself. At the end of the simulation a report is generated that tracks their net worth throughout the game and compares their final net worth with the top score.

I chose to make this application because I actually own this board game and it is awful. Despite the premise of the game being quite fun, playing this game with people who are not math inclined is very painful. When buying and selling stocks if the value is not on par (at 100) then the price of the stock varies and requires a calculator to get the proper price. Hence when you have 5 players playing, with all of them wanting to buy and sell stocks every time the market opens, it slows the game down a lot. All the increments used in my application are in paper in the actual game as well, meaning stocks are only available in 500 increments, this means each of the six stocks has 3 different stacks of paper associated with it on top of everyone’s money – in short this game has way too much paper. In addition, being the only math-inclined person in my household, my family refuses to play this game with me anymore because I win every time. Building this was a way for me to play against myself.

Instructions for the game are provided in the manual.docx file.